Arash (Ash) Outadi

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Experience

Software Engineer Consultant   **BitComplete**   **Nov 2024 - Present**

Full-stack development for AI video generation platform, leading revenue-driving initiatives including dynamic regional pricing, customer engagment platform integration and developing various UI flows

- Built dynamic regional pricing using Stripe, resulting in 300% revenue increase from international markets in A/B testing
- Lead integration with Customer Engagement Platform (Customer.io), significantly improving our ability to segment, track and target customers resulting in increased open rates
- Developed various UI flows for the platform using React, including a pricing modals, TikTok integrations and upsell modals

Python, Django, React, TypeScript, PostgreSQL, Stripe, Chromatic

Software Engineer   **Dropbox**   **Nov 2022 - Nov 2024**

Moved 300+ engineers from Phabricator over to Github and built out custom tooling to enrich UX, ensure proper code reviews and maintain compliance on Github

- Custom rules engine used for efficiently assigning code reviewers, making automated comments based on code changes and other actions, resulting in significant time savings for engineers
- Internal Go CLI for interacting with git/Github and managing pull requests using internal tooling and CI
- Go service that ensures all code owners and subscribers have reviewed PR before merge, integrated with Github webhooks
- A Notification service built-in on top of Github webhooks that addressed short-comings with built-in Github notifications

Golang, Python, Bazel

Software Engineer   **KeepTruckin**   **Nov 2020 - Aug 2022**

Building IoT infrastructure and Developer Productivity Tooling

- Unified AWS Lambda deployment pipeline with rest of KT infrastructure using custom K8s controller, vastly improving developer productivity
- Mentored and onboarded new hires on the IoT team; allowing them to hit the ground running and contribute immediately!
- Significantly reduced IoT toil and embedded developer workflow and tooling, resulting in much faster release cycles

Golang, Ruby/Rails, Kubernetes, AWS, Bazel, Nix

Software Engineer   **Infoblox**   **Jul 2019 - Oct 2020**

Building and maintaining Go services powering Bloxone DDI services.

- Added Prometheus health checks to all services using Kubernetes service discovery, replacing manual health checks and significantly reducing toil
- Lead initiative to implement distributed tracing significantly improving observability when dealing with complex multi-service bugs

Golang, Docker, Kubernetes, AWS

Software Engineer   **Ravelin**   **Sep 2017 - Aug 2018**

Full stack engineer primarily developing and maintaining customer facing dashboard built with Angular and powered by Go micro-services

- Introduced end-to-end tests using Cypress to Angular dashboard to catch regressions during critical user paths
- Improved/implemented many new features of graph visualizations, including closest neighbors highlighting and various filters
- Built a critical chrome extension used daily by the sales team for prospecting

Angular, TypeScript, Golang, Cirlcle CI, Docker, D3, React, Cypress, AWS

Education

Vancouver, BC   **University of British Columbia**   **Sep 2013 - May 2019**

- Bachelor of Applied Science in Mechanical Engineering

Open Source Contributions

- **NuShell** [(Source)](#) *Rust*
  Cross-platform shell that understands the structure of your data!
  - Implemented streaming functionality when opening files with proper encoding support. Making it possible to stream very large files.
  - Added additional math functions while refactoring math command and improving test coverage.

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